


Engineering Notebook Rubric

Team # _____ Grade Level ES | MS | HS | VEX U Judge Name: _____

Directions: Determine the point value that best characterizes the content of the Engineering Notebook for that criterion. Write that value in the column to the right. This rubric is to be used for all Engineering Notebooks regardless of format (physical or digital).

CRITERIA	PROFICIENCY LEVEL			POINTS
	EXPERT (4-5 POINTS)	PROFICIENT (2-3 POINTS)	EMERGING (0-1 POINTS)	
ENGINEERING DESIGN PROCESS				
IDENTIFY THE PROBLEM	<u>Identifies</u> the game and robot design challenges <u>in detail at the start of each design</u> process cycle with words and pictures. States the goals for accomplishing the challenge.	Identifies the challenge at the start of each design cycle. <u>Lacking details in words, pictures, or goals.</u>	<u>Does not identify the challenge</u> at the start of each design cycle.	_____
BRAINSTORM, DIAGRAM, OR PROTOTYPE SOLUTIONS	<u>Lists three or more possible solutions</u> to the challenge with labeled diagrams. Citations provided for ideas that came from outside sources such as online videos or other teams.	<u>Lists one or two possible solutions</u> to the challenge. Citations provided for ideas that came from outside sources.	<u>Does not list any solutions</u> to the challenge.	_____
SELECT BEST SOLUTION AND PLAN	Explains why the solution was selected through testing and/or a decision matrix. <u>Fully describes the plan</u> to implement the solution.	Explains why the solution was selected. <u>Mentions the plan.</u>	<u>Does not explain any plan</u> or why the solution or plan was selected.	_____
BUILD AND PROGRAM THE SOLUTION	Records the steps to build and program the solution. Includes <u>enough detail that the reader can follow the logic</u> used by the team to develop their robot design, as well as recreate the robot design from the documentation.	Records the key steps to build and program the solution. <u>Lacks sufficient detail for the reader to follow the design process.</u>	<u>Does not record the key steps</u> to build and program the solution.	_____
TEST SOLUTION	<u>Records all the steps</u> to test the solution, including test results.	<u>Records the key steps</u> to test the solution.	<u>Does not record steps</u> to test the solution.	_____
REPEAT DESIGN PROCESS	Shows that the <u>design process is repeated multiple times</u> to improve performance on a design goal, or robot/game performance.	<u>Design process is not often repeated</u> for design goals or robot/game performance.	<u>Does not show that the design process is repeated.</u>	_____
USEABILITY AND COMPLETENESS	<u>Records the entire design and development process</u> in such clarity and detail that the reader could recreate the project's history.	Records the design and development process completely but <u>lacks sufficient detail</u>	<u>Lacks sufficient detail</u> to understand the design process.	_____
RECORD OF TEAM AND PROJECT MANAGEMENT	Provides a <u>complete record of team and project assignments</u> ; team meeting notes including goals, decisions, and building/programming accomplishments; Design cycles are easily identified. Resource constraints including time and materials are noted throughout.	Records <u>most of the information listed</u> at the left. Level of detail is inconsistent, or some aspects are missing.	<u>Does not record most of the information</u> listed at the left. Not organized.	_____
NOTEBOOK FORMAT	Five (5) points if the notebook has evidence that documentation was done in sequence with the design process. This can take the form of dated entries with the names of contributing students included. The notebook should also include a table of contents with entries organized for future reference. If the judges and Judge Advisor believe that the majority of the notebook meets these requirements, 5 points should be awarded. The Notes area below can be used to note observations about the notebook (for example, entries missing from Table of Contents) to assist in the deliberation process.		ZERO POINTS (DOES NOT MEET CRITERIA) If awarding zero points, please include details in the "NOTES" area below.	_____
NOTES: 				TOTAL POINTS _____

All Judging materials are strictly confidential. They are not shared beyond the Judges/Judge Advisor and shall be destroyed at the end of the event.